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1   Shorthand writing on stylus keyboard

◈ Shumin Zhai, Per-Ola Kristensson
April 2003   CHI '03: Proceedings of the SIGCHI conference on Human factors in computing systems
Publisher: ACM

Full text available: 📄Pdf (275.25 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 15,   Downloads (12 Months): 151,   Citation Count: 22

We propose a method for computer-based speed writing, SHARK (shorthand aided rapid keyboarding), which augments stylus keyboarding with shorthand gesturing. SHARK defines a shorthand symbol for each word according to its movement pattern on an optimized ...

Keywords: handheld devices, mobile, pervasive computing, text input, text-entry

2 Gaze typing compared with input by head and hand

John Paulin Hansen, Kristian Tørning, Anders Sewerin Johansen, Kenji Itoh, Hirotaka Aoki

March 2004   ETRA '04: Proceedings of the 2004 symposium on Eye tracking research & applications

Publisher: ACM

Full text available: Pdf (453.47 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 94, Citation Count: 4

This paper investigates the usability of gaze-typing systems for disabled people in a broad perspective that takes into account the usage scenarios and the particular users that these systems benefit. Design goals for a gaze-typing system are identified: ...

Keywords: alternative communication, assistive technology, computer input devices, eye mouse, eye tracking, eye typing, head mouse

3 A system for fast, full-text entry for small electronic devices

Saied B. Nesbat

November 2003   ICMI '03: Proceedings of the 5th international conference on Multimodal interfaces

Publisher: ACM

Full text available: Pdf (493.66 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 137, Citation Count: 8

A novel text entry system designed based on the ubiquitous 12-button telephone keypad and its adaptation for a soft keypad are presented. This system can be used to enter full text (letters + numbers + special characters) on devices where the number ...

Keywords: Fitts' law, keypad input, mobile phones, mobile systems, pen-based, soft keyboard, stylus input, text entry

4 Effectiveness of annotating by hand for non-alphabetical languages

Muhd Dzulkhiflee Hamzah, Shun'ichi Tano, Mitsuru Iwata, Tomonori Hashiyama

April 2006   CHI '06: Proceedings of the SIGCHI conference on Human Factors in computing systems

Publisher: ACM

Full text available: Pdf (964.45 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 77, Citation Count: 0

Unlike documents, annotation for multimedia information needs to be input as text, not in the form of symbols such as underlines and circles. This is problematic with keyboard input for non-alphabetical languages, especially the East Asian languages ...

Keywords: cognitive load, handwritten annotation, input speed, keyboard input, non-alphabetical languages

5   Positional prediction: consonant cluster prediction text entry method for burmese (myanmar language)

Ye Kyaw Thu
April   CHI '08: CHI '08 extended abstracts on Human factors in computing systems
2008
Publisher: ACM

Full text available: Pdf (590.19 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 9,   Downloads (12 Months): 37,   Citation Count: 0

I am investigating a consonant cluster prediction text entry method for Myanmar language based on positional vowel information. The concept of this method is adapted by inspecting and carefully considering the nature of Myanmar language word formations ...

Keywords: myanmar language, positional prediction, predictive text entry, syllabic languages, text entry, text input

6   Itone: a japanese text input method for a dual joystick game controller

Kentaro Go, Hayato Konishi, Yoshisuke Matsuura
April   CHI '08: CHI '08 extended abstracts on Human factors in computing systems
2008
Publisher: ACM

Full text available: Pdf (270.63 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 7,   Downloads (12 Months): 41,   Citation Count: 0

In this paper, we report the design and evaluation of a Japanese text input method called IToNe. It uses a dual joystick game controller to input Japanese text. The left and right joysticks are respectively assigned to the left and right halves of the ...

Keywords: dual control pad, dual joystick, game controller, input method, japanese text entry, text entry

7 MouthType: text entry by hand and mouth

Michael J. Lyons, Chi-Ho Chan, Nobuji Tetsutani
April   CHI '04: CHI '04 extended abstracts on Human factors in computing systems
2004
Publisher: ACM

Full text available: Pdf (491.04 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 2,   Downloads (12 Months): 46,   Citation Count: 1

In this paper we describe a novel text entry method which uses coordinated motor action of hand and mouth. A vision based algorithm is used to gauge shape parameters of the cavity of the open mouth. These are mapped to a discrete set of input states ...

Keywords: mobile text entry, mouth controller, vision-based interface

8 A comparative usability study of two Japanese gaze typing systems

Kenji Itoh, Hirotaka Aoki, John Paulin Hansen
March   ETRA '06: Proceedings of the 2006 symposium on Eye tracking research &
2006   applications
Publisher: ACM

Full text available: Pdf (227.66 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 6,   Downloads (12 Months): 95,   Citation Count: 1

The complex interplay between gaze tracker accuracy and interface design is the focus of this paper. Two slightly different variants of *GazeTalk*, a hierarchical typing interface, were contrasted with a novel interface, *Dasher*, in which ...

Keywords: Japanese text typing, alternative communication, assistive technology, gaze interaction, usability

9 Speech pen: predictive handwriting based on ambient multimodal recognition

Kazutaka Kurihara, Masataka Goto, Jun Ogata, Takeo Igarashi
April   CHI '06: Proceedings of the SIGCHI conference on Human Factors in
2006   computing systems
Publisher: ACM

Full text available: Pdf (1.66 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 10,   Downloads (12 Months): 139,   Citation Count: 4

It is tedious to handwrite long passages of text by hand. To make this process more efficient, we propose predictive handwriting that provides input predictions when the user writes by hand. A predictive handwriting system presents possible next words ...

Keywords: context-sharing, education, handwriting recognition, multimodal interface, predictive handwriting, presentation tool, speech recognition

10 Now Dasher! Dash away!: longitudinal study of fast text entry by Eye Gaze

Outi Tuisku, Päivi Majaranta, Poika Isokoski, Kari-Jouko Räihä
March   ETRA '08: Proceedings of the 2008 symposium on Eye tracking research &
2008   applications
Publisher: ACM

Full text available: Pdf (446.30 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 17,   Downloads (12 Months): 78,   Citation Count: 0

Dasher is one of the best known inventions in the area of text entry in recent years. It can be used with many input devices, but studies on user performance with it are still scarce. We ran a longitudinal study where 12 participants transcribed Finnish ...

Keywords: eye tracking, gaze writing, longitudinal study, text entry

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